

Memory App

Create a new project called MemoryApp*, where the asterisk is replaced by your last name. When you complete this project, export the .aia file to your computer, and submit it on TEAMS.

In this project, you will create a card-flip memory game app. A simplistic version of this project can be accomplished using only the concepts we've directly discussed in class thus far—however, to make this a true, realistic game requires you to investigate a few new topics without this becoming quite tedious. In general, **the layout of the user interface is up to you**—do what you think makes sense based on how you want your app to work.

At minimum, you are required to create an app similar to what was discussed as a “Lite” version in class. However, I will be looking for a few general requirements:

- Include the Initialize method code for Screen1. On this code block, write a comment outlining the key functions of your app, the “extra” behavior you’ve included, and any limitations that may still be present
- Ensure your app’s components have sensible names for what they are (for example, scoreText is a better name than Label1)
- How well have you used procedures to avoid code repetition?
- Are your conditional statements doing what you think they are?
- Have you made sensible global variables to help simplify/execute your process?

A few fun/interesting extensions and hints for you, if you go beyond the standard requirements:

- Explore the blocks available to you in the “Any Component” section of the blocks editor
- Explore the Horizontal, Vertical, and TableArrangement components
- Lists and loops will be very helpful to avoid code repetition and make this completable in a reasonable amount of time
- Images are cooler than text 😊